MORE MOBIUS SECRETS IN SONIC'S WORLD!

No. 32 August 19th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

sonic the comic

starring SONIC THE HEDGEHOG™

SEARING ACTION WITH SONIC THE HEDGEHOG!

MONSTER MASH WITH MUTANT LEAGUE!

STAR GAZING ON PIRATE S.T.C!

EP SC3 Archive

CHARTS · NEWS · Q ZONE · REVIEWS AND MORE!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Isn't it about time *STC* featured some more free gifts? I thought you'd say yes! In that case, here's a big hint ... make sure you don't miss issues 34 and 35, you never know what you might find taped to the covers!

There are also further secrets revealed of the planet Mobius in the return of the popular STC series **Sonic's World**. B.A.R.F. operatives Cam 'n' Bert kick-off the series and they'll be followed by more stories providing you with the complete guide to Sonic and his weird world!

As well as part two of **Mutant League** and the latest transmission from **Pirate S.T.C**, the latest **Review Zone** provides a real feast for sports fans featuring action from the worlds of baseball, football and motor racing. The **Q Zone** is devoted exclusively over the next two issues to The **Eternal Champions**, so if any Boomers are having trouble completing this top game — we've got the solution you need!

Now go scan yet another mega-tastic issue, starting with a certain Hedgehog in *STC*'s latest **Sonic** sensation: The Unbeatable Foe! What are you waiting for?

Megadroid

- **Editor:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Cover:** Fernando Rodriguez
- **Managing Editor:** Steve MacManus
- **Special Thanks to:** Audrey Wong
- **Publisher:** Chris Power

Famous Gamers

Continuing *STC*'s coverage of Sega worshippers (or celebs who know their Game Gears), these popsters were snapped during the trio of **Sega/Capital Radio Roadshows** which took place in May (as featured in *STC* 31). But the question is: do you know who they are? Answers at the bottom of the page.

1

2

3

4

5

Answers: (1) Baddoys Inc., (2) Tony Di Bart, (3) E.Y.C., (4) Danni Minogue, (5) Kenny Thomas.

Published every other Saturday by Fleetway Editors (Int.) Ltd., 25/27 Farringdon Place, London WC1R 4HD. Tel: 071 344-6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editors (Int.) Ltd., 1994. Copyright © Sega Enterprises Ltd. Licensed by Copyright Promotions Ltd. Alonzo Longer copyright © Electronic Arts Ltd., 1994. Reproduction without permission strictly prohibited.

Circulation/Trade enquiries: Sonic Magazine Marketing, Fleetway House, West Drayton, Middx. UB7 7QZ. Tel: 0895-444055. Production: Teresa Hagenbucke. Advertising: Tom Shenton. Tel: 071 344-6410. ISSN 0969-3047.

The Sega Charts

All the chart action for all the Sega systems – in every issue of STC.

up · down · non mover · re-entry · new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA INTERNATIONAL SOCCER
2	NEW	PETE SAMPRAS TENNIS
3	—	WORLD CUP USA '94
4	↓	VIRTUA RACING
5	↓	PGA EUROPEAN TOUR GOLF
6	↓	SONIC THE HEDGEHOG 3
7	↓	DUNE 2
8	—	NBA JAM
9	↓	SENSIBLE SOCCER
10	NEW	RYAN GIGGS WORLD CLASS SOCCER

MEGA-CD

1	RE	GROUND ZERO TEXAS
2	—	MORTAL KOMBAT
3	↓	SONIC CD
4	RE	MICROCOSM
5	RE	SILPHEED
6	RE	WWF RAGE IN THE CAGE
7	RE	CHUCK 2
8	↓	THUNDERHAWK
9	↑	NIGHT STAP
10	RE	ROAD AVENGER

MASTER SYSTEM

1	↑	WORLD CUP USA '94
2	↓	JUNGLE BOOK
3	RE	SUPER MONACO GRAND PRIX
4	↓	MICRO MACHINES
5	RE	WONDERBOY
6	↓	THE SIMPSONS
7	↑	SHINOBI
8	RE	G-LOC
9	RE	BATMAN RETURNS
10	NEW	SPEED BALL 2

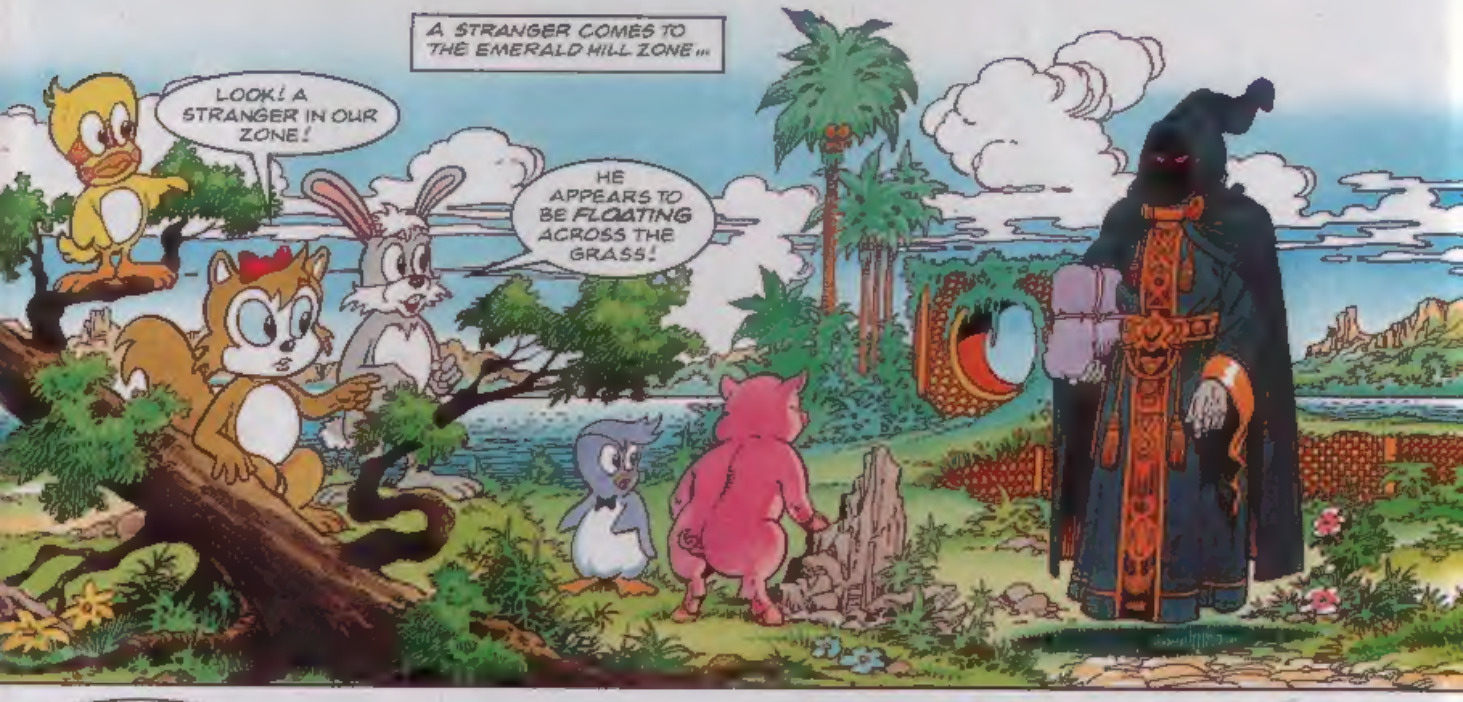
GAME GEAR

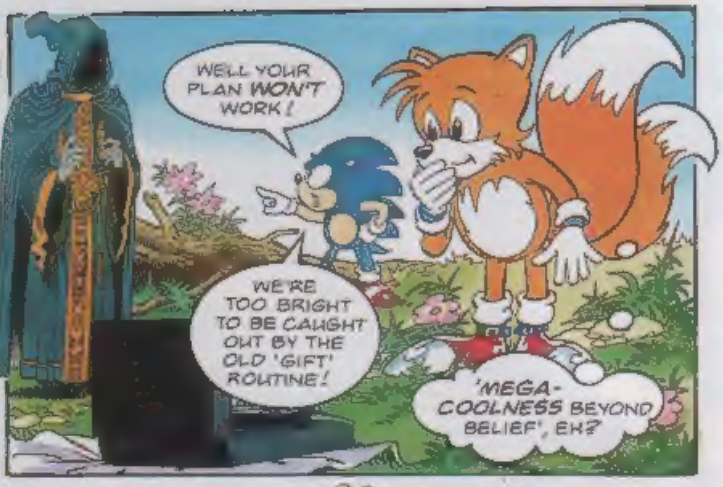
1	NEW	WORLD CUP USA '94
2	↓	JUNGLE BOOK
3	↓	MICRO MACHINES
4	NEW	OUTRUN EUROPA
5	↑	NBA JAM
6	↑	PGA EUROPEAN TOUR GOLF
7	NEW	SOLITAIRE POKER
8	RE	SENSIBLE SOCCER
9	↓	DESERT STRIKE
10	RE	WORLD CLASS LEADERBOARD

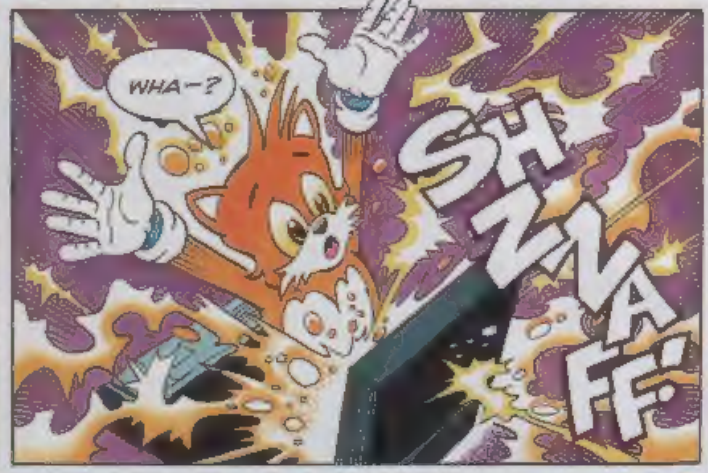
SONIC THE HEDGEHOG

The Unbeatable Foe

Script: Lew Stringer
Art: Casanovas
Lettering: Ellie de'Ville







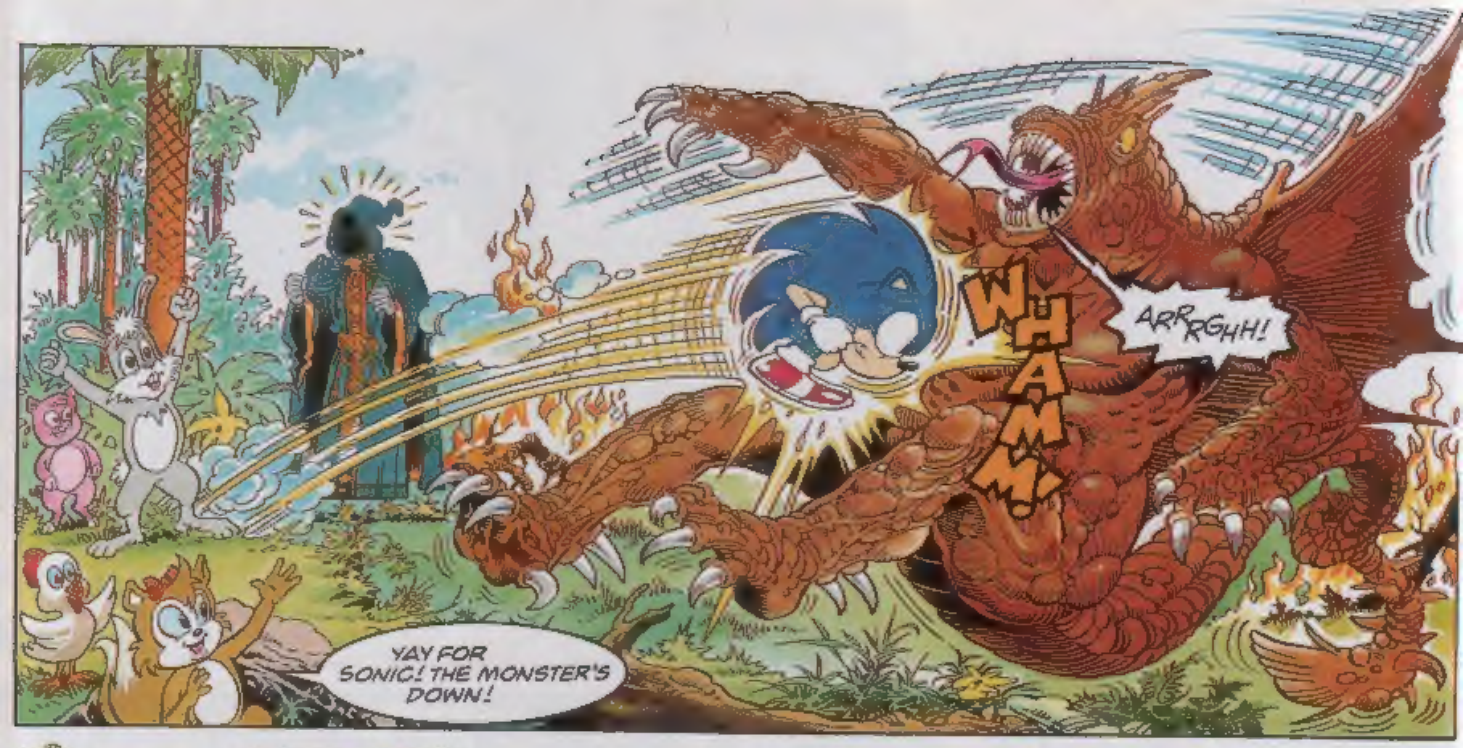
A FLASH OF LIGHT, A SENSE OF VERTIGO, AND TAILS FINDS HIMSELF TRANSPORTED TO ANOTHER ZONE... ONE OF THE DARKEST AND DEADLIEST ZONES ON MOBIUS...

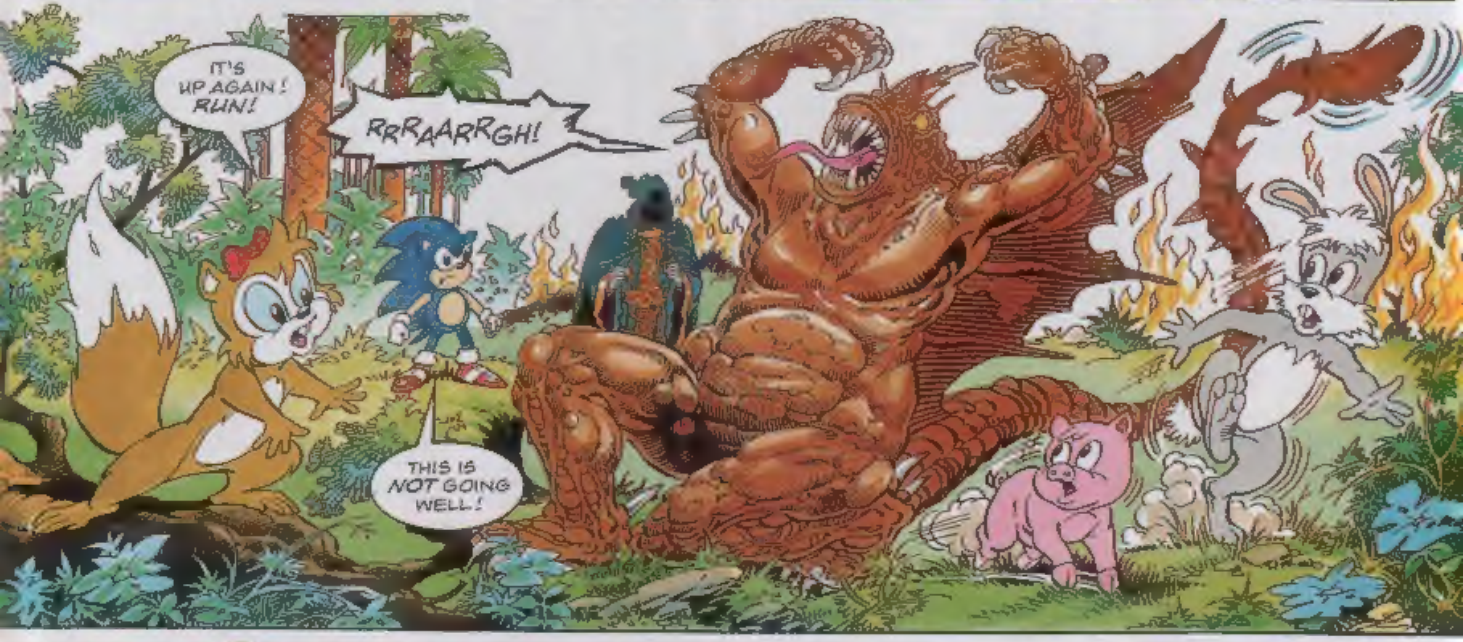
...THE MISERY ZONE!

OOER! I WANT TO GO HOME!

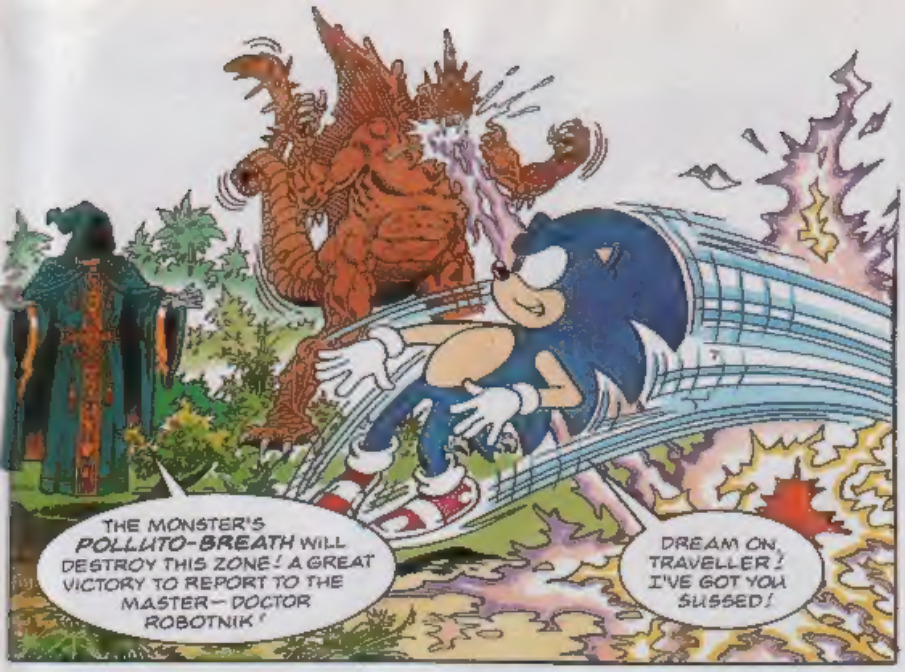
BACK AT THE EMERALD HILL ZONE ...
RRRAAGHH!
YOU WERE RIGHT, SONIC! I AM WORKING FOR DOCTOR ROBOTNIK ... AND YOUR FOOLISH FRIEND TAILS HAS FALLEN INTO THE TRAP PLANNED FOR FOR YOU!
EXPLAIN, CREEPO!
THE MONITOR IS A UNIQUE INTER-ZONE EXCHANGER! ROBOTNIK BUILT IT TO FREE THE DEADLIEST MONSTER FROM THE MISERY ZONE... BUT IT COULD ONLY BE OPERATED IF SOME FOOL TOOK ITS PLACE ...
... YOUR FRIEND TAILS WAS THAT FOOL!
FOOSH!
REMIND ME TO THANK HIM WHEN I SEE HIM AGAIN!
YOU WILL NEVER SEE HIM AGAIN! TAILS CANNOT ESCAPE FROM THE MISERY ZONE ...
... AND THIS CREATURE IS UNBEATABLE!
DUMPH!
OOF! WE'LL SEE ...

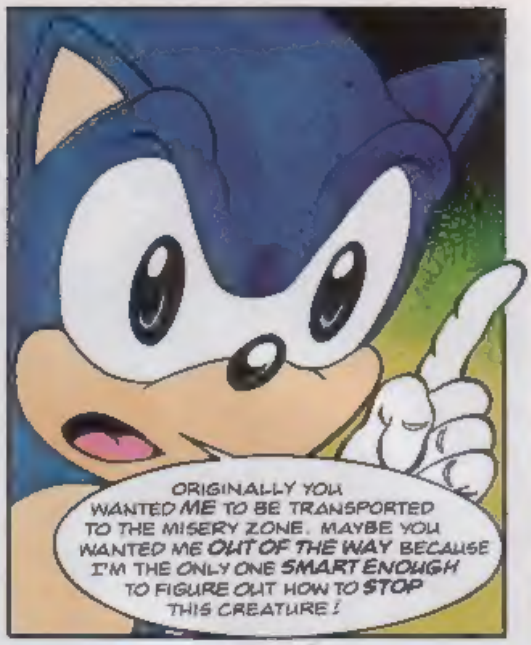
SONIC ISN'T THE ONLY ONE HAVING A BAD DAY...
SKREE!
SKREE!
I GET THE DISTINCT IMPRESSION THAT MYSTERIOUS TRAVELLER WAS FIBBING ABOUT THAT MONITOR!
I MEAN, IF THIS IS BEING MEGA-COOL, I THINK I'D PREFER TO STAY UNCOOL!
SSKKRAA!
SPEAKING OF MEGA-COOL...
THERE'S GOTTA BE SOME WAY TO STOP THIS CONTENDER FOR AN UGLY CONTEST!
FOOOSHH!
THE MONSTER IS INDESTRUCTIBLE! IT EXISTS ONLY TO DESTROY!
IT'S CERTAINLY NOT GOING TO BE BEATEN BY SOME BLUE HEDGE-HOG! HAHAHA!
UGGH! I'M NOT JUST SOME BLUE HEDGEHOG, TRAVELLER...
...I'M THE BLUE HEDGEHOG— SONIC!
DON'T BUG ME!

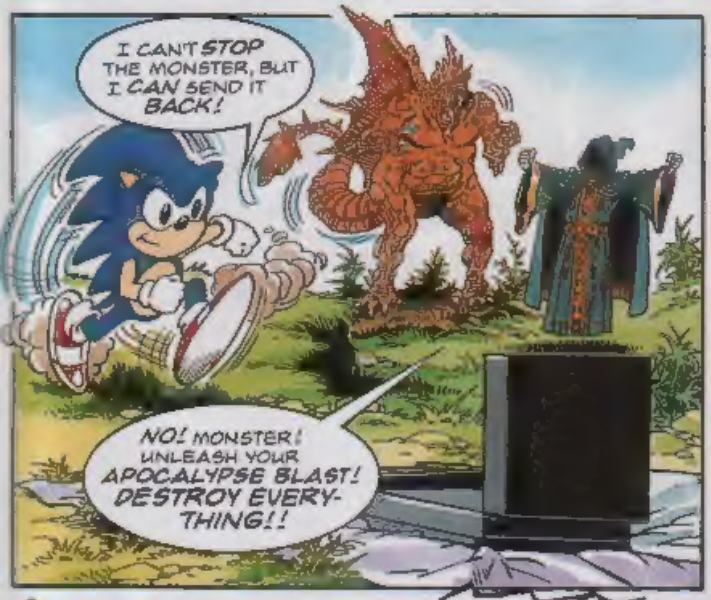

WHAMM!
ARRRGHH!
YAY FOR SONIC! THE MONSTER'S DOWN!


IT'S UP AGAIN! RUN!
RRRAARRGH!
THIS IS NOT GOING WELL!

RROARR!
OKAY, YOU'RE INVINCIBLE... BUT ARE YOU HAPPY?
I THINK NOT!
THOOOMM!


THE MONSTER'S POLLUTO-BREATH WILL DESTROY THIS ZONE! A GREAT VICTORY TO REPORT TO THE MASTER— DOCTOR ROBOTNIK!
DREAM ON, TRAVELLER! I'VE GOT YOU SUSSED!


ORIGINALLY YOU WANTED ME TO BE TRANSPORTED TO THE MISERY ZONE. MAYBE YOU WANTED ME OUT OF THE WAY BECAUSE I'M THE ONLY ONE SMART ENOUGH TO FIGURE OUT HOW TO STOP THIS CREATURE!


I CAN'T STOP THE MONSTER, BUT I CAN SEND IT BACK!
NO! MONSTER! UNLEASH YOUR APOCALYPSE BLAST! DESTROY EVERY-THING!!

RRAAGHH!
CHEW ON THIS, DEATH-BREATH!

THE MONITOR HITS THE CREATURE AS IT UNLEASHES ITS TERRIBLE APOCALYPSE BLAST...
RRROAARR!
SHZAAP!

...TRANSPORTING THE CREATURE BACK TO ITS OWN ZONE, AND THE FULL FORCE OF THE BLAST ON ITS EVIL INHABITANTS!

FWA-BOOOMM!

SKRREEEK!

RRAAGHH-HH?

AAAIIE!

LOOKS LIKE THE MISERY ZONE WILL HAVE TO BE CALLED THE MISSING ZONE FROM NOW ON.

NEXT ISSUE: ENTER KNUCKLES!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: Jenny Fromer & David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

RBI BASEBALL '94

game type: SPORTS
1-2 PLAYERS

MD

Every year for the past five years, Tengen have released an **RBI Baseball** game in the USA. Each year, over 250,000 copies are sold. Each year, the game gets bigger, better and faster than the previous year. **RBI Baseball '94** plays more or less the same as the last game in the series, although the graphics have been improved dramatically. Tengen have also acquired the MLBPA (Major League Baseball Players Association) licence and have programmed in the real statistics for over 800 actual US players (none of who are recognis-able over here!).

The game is overflowing with options. The main menu allows you not only to select a series of normal games, but you can also practice your fielding, running and defensive skills, as well as other options such as creating your own dream team and going on a stadium tour. All the 28 Major League baseball teams featured in the game have their own stadiums, each one having its real name. However, each stadium looks exactly the same as the others (something wrong there!'). **RBI Baseball '94** has three difficulty levels; the easy level places an 'X' on the pitch indicating where your fielder should stand to catch the ball. For some reason a 'Crazyball' option is included which allows you to exchange the normal sound effects for frivolous ones. Totally pointless!

Once you start playing **RBI** you'll immediately notice the high quality graphics. They have been Rotoscoped to enable them to look and move like human beings (the same technique was used in the award-winning game *Flashback*). The on-screen radar helps enormously when you're trying to place your fielders ready to catch the ball, which is unusual as they're normally a waste of time (especially in footie games!). If you've selected to play a whole season then be prepared as it takes ages to finish. Luckily, however, there is a password system so you can continue at a later date.

RBI Baseball '94 is full of stats, has real in-depth gameplay and complete up-to-date data. In short, it's the best baseball simulation around. - DG

FAST FAX

PUBLISHER: TENGEN
PRICE: £44.99

GRAPHICS: 90
SOUND: 74
PLAYABILITY: 87

RAVES: The most detailed, in-depth baseball game around.

GRAVES: Will only appeal to baseball enthusiasts

OVERALL: 84%

COMBAT CARS

game type: ACTION
1-2 PLAYERS

MCD

When Codemasters first launched *Micro Machines* in 1993, Mega Drive users get to taste some of the best playability ever seen in a video game. **Combat Cars** is the first game to be released that plays and looks like *MM*, albeit in a slightly different way -- and from a different publisher! It's an overhead racing game (like *MM*), but you've also got weapons to blast the opposition away (they do come back, though) or blind them for a while.

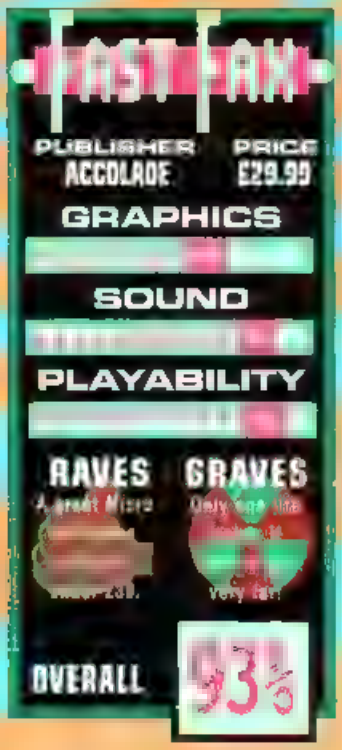
On starting you can choose either a one or two-player game. The two-player option gives you the chance to race either a split-screen head-to-head game, or you can join forces to blast away your

opponents. Eight drivers are available and each one has his/her own personality and varying skills. These include road handling (vital when speeding around tight corners), speed and acceleration. Each driver also has one limited weapon ranging between homing missiles to mine traps, the weapon has a limited use but it does rebuild itself during play.

With 24 gruelling race tracks in six different locations, each with four laps, there's plenty here to keep you going for a long time. Unlike *Micro Machines* the locations are set in such places as a sandy beach, a treacherous mountain range and icy snowtops. Once the race is underway you'll find the **Combat Cars** plays very similarly to *MM* however, what makes this game much more difficult is the handling of the car. The first track is really easy but after that you'll find that if going around a tight corner the car will skid into the side of the road, and before you know it you're in last position instead of first. You need to finish in the top two positions to qualify for the next race. This can prove difficult if you have slid to last place. Prize money will be awarded if you complete the race successfully, the amount depending on your time.

After each race you will enter a shop where you get the opportunity to purchase items to improve your road handling, speed, acceleration and weapons. The game features some excellent upbeat soundtracks which will have your toes tapping away! **Combat Cars** is a really addictive and challenging *MM* clone, but what prevents it getting a really high rating is that it's too hard and the fact that you only have one life. If you can live with these then it's an essential purchase, otherwise wait for *Micro Machines 2*.

DG.



WORLD CUP USA '94

game type: SPORTS
1-2 PLAYERS

If you're looking for a soccer sim there are no end of games currently on the market. US Gold have secured the official nod from the World Cup for **World Cup USA 94** and have arranged a time release to coincide with the tournament itself. By doing this they have repeated a rare feat, first achieved with *Winter Olympics* top sponsor nail game.

Certainly World Cup loving life creates the exact groups currently competing in the US of A and offers no end of customising options. Indeed negotiating your way through these options is a lot tougher than getting to grips with the game itself. The choice of icons for setting up the gameplay are so confusing that you'd need the manual near at hand. And after all, what's the point of changing your kit design or honing your players skills when the great teams (Brazil, Germany, Italy) play the same type of football as the minnows?

The problem with **WC USA '94** lies mainly with it's unsophisticated graphics and part aerial view of the pitch from above. The game lacks the fluid movement and tactical play of the likes of *FIFA International Soccer* and *World Cup Striker* and offers nothing new to compensate for this. While it's easy enough to play -- I reached the semis on only my third attempt -- there are some bugs in the system which can make it all very frustrating.

For instance taking a free kick is a nightmare. To begin with, when you have a shot on goal, it is impossible to bring other players forward to help out. If you elect to shoot, the ball floats amelly into the area, and if you want to pass, it drifts somewhere wide of goal. Another particularly annoying feature is that any tackle seems to result in the victim running into the tunnel clearly too injured to continue.

Basically for a hot new release **World Cup USA '94** is sadly tired. I found it most reminiscent of Anco's *Kick-Off* which is now four years old. It is particularly disappointing that the gamer's knowledge of World Cup football has absolutely no relevance. With so many footie games available to choose from my advice would be to seek out something much less dull. JF

MUTANT LEAGUE

Bring Me The Head of Coach Brikka

PART 2

SCRIPT: Steve White/ Brian Williamson

ART: Anthony Williams/ Brian Williamson

LETTERING: Tom Frame

ETA ASAP
*GO F GURE
ZALCOR
SYPHONED BRAKKS FER BRAIN SKILLS
THEY WILL BE LOADED INTO MY TEAM
FOR HEAR TO LATER FOR NOW
LET US RETURN TO THE
RESTRUCTION OF THE MIDWAY
MONSTERS

ENOUGH PLOT DEVELOPMENT LET'S GET RIGHT BACK TO THE ACTION! BONES AND THE MIDWAY MONSTERS SEEM TO BE FACING INSURMOUNTABLE ODDS HOW DO YOU SEE IT BOB?
ER QUITE REMARKABLE CHUCK IT DOES LOOK AS IF IT COULD BE ALL OVER FOR THEIR CAPTAIN BONES JACKSON
BUT WE'LL BE RIGHT BACK AFTER THESE IMPORTANT MESSAGES
SUPERBOWL XXVI SPONSORED BY DIET SMEG THE PASTE OF A NEW GENERATION *
DIE! ME!
* NOW WITH NUTRASWEAT TM.
ARE YOUR PARENTS POOR? IS YOUR LIFE IN THE TOILET? ARE YOU A DWEEB?
L.A. Gimp
HIT THE HUT
THE DEEP PAN GOURMET PIZZA COMPANY EXPRESS HUT
SPONSORED BY THE DUKES OF BOGAZ AND "SLIDED DUKE" RESTAURANT
TOO MANY BURNED ALBERTS ON TELLY THESE DAYS
AND NOW WE RETURN YOU TO SUPERBOWL XXVI

WHERE BONES JACKSON IS ABOUT TO GET A FACEFUL OF WE
OH EXTRAORDINARY
HUH?
BONES WAS HERE SAVED BY THE RAZOR KID AND HE'S NOT EVEN IN THE GAME
DON'T WANT TO SOUND UNGRATEFUL BUT WHAT GIVES?
BET HEAVY ON THE MONSTERS TO WIN
DON'T HE TOUCH US
WELL THANKS WE COULD DO WITH THE HELP BUT BOY YOU'RE GONNA HAVE TO EARN THAT BET
SHEESH TELL ME ABOUT IT

TIME OUT TIME OUT!
PLAAAY BAAALLL
KA-BOOOM!
NEXT ISSUE MOBILE BONES!

NEWS Zone

Newshound: Garry Penn.

SONIC & KNUCKLES: THE DREAM TEAM?

NEW SONIC GAME HOLDS BIG SURPRISE

[illegible]

JURASSIC PARKING!

DINOSAUR RACERS FROM CODEMASTERS

Following news of Core Design's **BC Racers** for the Mega-CD and Mega Drive 32X (see STC 31), owners of standard Mega Drives may have felt a little left out. Well, they need not worry, for Codemasters' **Dino Racers** looks as though it will more than adequately fill the gap.

Dino Racers' 3D combat game features a choice of eight characters, eight different scenes (including Glacial, Desert and Jungle islands), a healthy selection of power-ups, and a split-screen for two players. But, get this: the racers don't have wheels — they haven't been invented yet! Instead, the players sit on top of dinosaurs and have the advantage of using a club to bash opponents!

Dino Racers is due for release at the end of this year.

THE SIMPSONS STRIKE BACK

AMERICA'S MOST FAMOUS DYSFUNCTIONAL FAMILY RETURNS

As promised in STC 23, here are further details of Acclaim's two new games based on the top television show, the Simpsons, namely **Virtual Bart** and **Itchy And Scratchy**.

In **Virtual Bart**, Bart Simpson finds himself trapped in six different Virtual Realities — effectively making **Virtual Bart** a collection of simple games to be completed if Bart is to return to normality.

Game one, Jurassic Bart, sees our hero's head stuck on to a dinosaur's body, and he has to use his tail to fend off prehistoric predators and his family. In Game two, Baby Bart, the poor lad's a tot who has to swing between tree branches, avoiding animals if he's to reach an [illegible]

In the Pork Factory, Bart's a pig caught up in Krusty the Clown's pork processing plant, dodging workers, a cattle prod-wielding Krusty and the factory's deadly machinery if he's to free his porcine pals. In complete contrast to spice up the annual school photograph, Bart has to throw tomatoes at his fellow Springfield School pupils.

Mount Splashmore, Springfield's famous water-park, is the setting for a 3D race down a tube, with Bart bypassing anyone stuck inside. There's a 3D race of a different sort to be won in the aftermath of Springfield's nuclear reactor

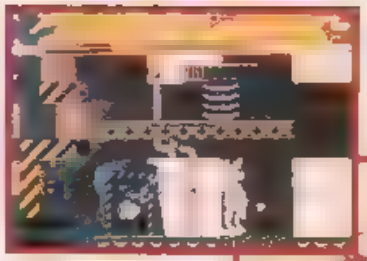
over oading, with Bart on a motorbike fend ng off attacks from the town's azed res dents

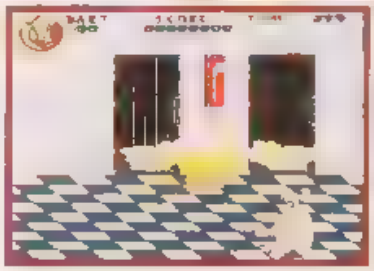
Itchy And Scratchy s a much more focused game, with the p ayer contro ling the mouse tchy and fa ure meaning that the cat Scratchy can actua ly get h s own back on his rodent friend for once

Th s bizarre beat em-up is spread over seven strange stages a factory ed with conveyor belts and crushers a Mediaeva cast e with catapu ts and maces, a bu ding site w th cranes and girders a Spanish galleon (includ ng an underwater section), the W d West and s (predictable perhaps) pre-h storic setting Oh, and there s a secre, stage to comp ete at the end of t all

Equ pment used by Itchy and Scratchy to bash each other sense ess nc udes hammers cutlasses ray-guns chain-saws and bazookas And t s all presented in an anything can-happen-but-no-one actually-gets-hurt cartoon style way

Virtual Bart and **Itchy And Scratchy** are both released on the Mega Drive in September, with a Game Gear version of **Itchy And Scratchy** due somet me in October





SHORT BURSTS

THE X-FACTOR

We've called it the Mega 32, the Mega Drive 32 and the Mega 32X. Now Sega's hot new add-on for the Mega Drive (see previous News Zones) has an official name - the Mega Drive 32X. Now you can sleep peacefully at nights.

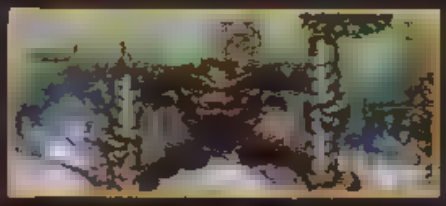
Mega Drive 32X

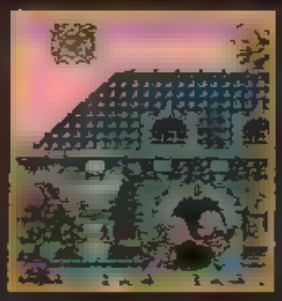
BATMAN RETURNS (AGAIN)

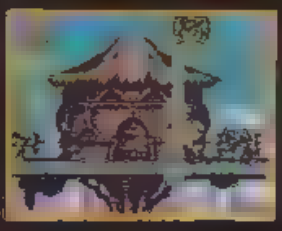
One of the latest additions to Acclaim's collection of film licences coming to the Mega Drive (including **True Lies** and **Stargate**, as revealed in STC 23) is **Batman Forever**, the third Batman film. Unfortunately, work has only just begun on the film, so there's no telling when the game will eventually appear or even what it will be like.

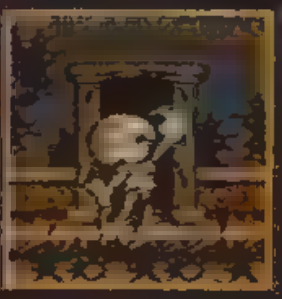
COMPUTER CONVERSIONS

Archer Maclean's **Dropzone** (the hard'n'fast blast out now on the Game Gear through Codemasters) is coming to the Mega Drive courtesy of Psygnosis. Look out for it later this year. Also on the carts is a Mega Drive conversion of the hit Amig run'n'jump'n'hack'n'slash romp, **Second Samurai**. The graphic style has been adapted and updated (to make the whole thing look a little more like a [illegible]







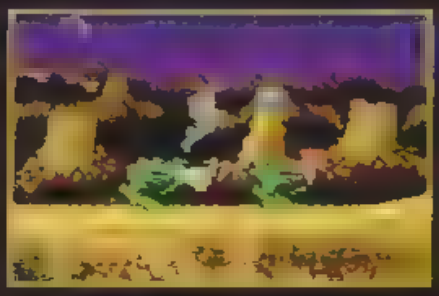


THINK FLINK

A far cuter proposition is Psygnosis' Flink, star of what is certainly one of the prettiest Mega Drive releases yet. The bulk of the action entails running and jumping over different types of platform and through more than 50 [illegible] fantasy levels, shooting adversaries (the locals have been turned crazy by a [illegible] fog), and collecting objects to aid the solving of the occasional puzzle. There's also the chance to mix spells with ingredients acquired during Flink's travels. Flink will be available in September.

TRIPS TO THE CORE

Also from Psygnosis is **Hardcore**, yet another run'n'jump'n'blast for the Mega Drive (and



maybe the Mega-CD). The action, spread across six levels of a maze-like environment, involves shooting heavily-armed rebels and androids and anything else that pops up in the head. As you'd expect there are plenty of power-ups to collect, but who'd have thought they'd be driving a jeep with a big cannon, taking out enemy tanks, helicopters, planes, missile bases and most of the scenery, even, in two 'bonus' stages viewed not from the side (like the rest of the action) but from above. Hardcore should be out on the Mega Drive in September.

YOU NEED PROBOTECTION

And speaking of running, jumping and blasting, Konami's **Probotector** is shaping up for release at the end of this year on the Mega Drive. The original **Super Probotector** for the SNES is regarded as one of the best games of its type, but Konami want to make the Mega Drive version even better with more of everything that makes running, jumping and blasting such great fun, including a host of the freakiest adversaries seen yet.

SONIC'S WORLD

NEW SERIES

FEATURING CAM 'N' BERT B.A.R.F.*

* BADNIK ARMY REPAIR FUNCTIONARIES

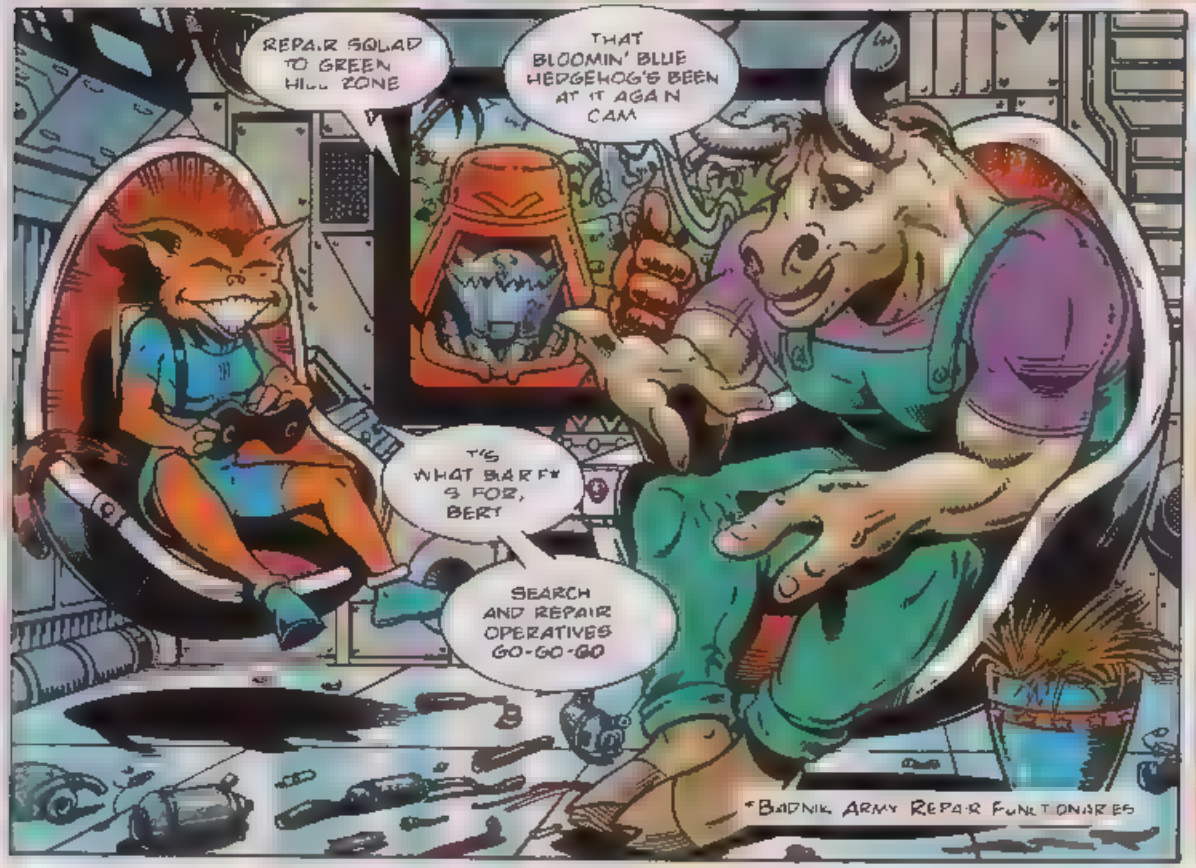
NO MORE MR. NICE GUY

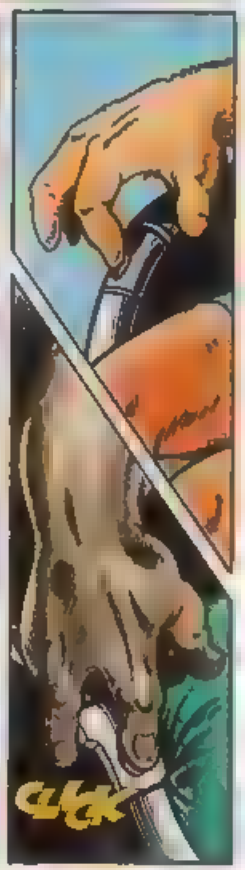
PART 1

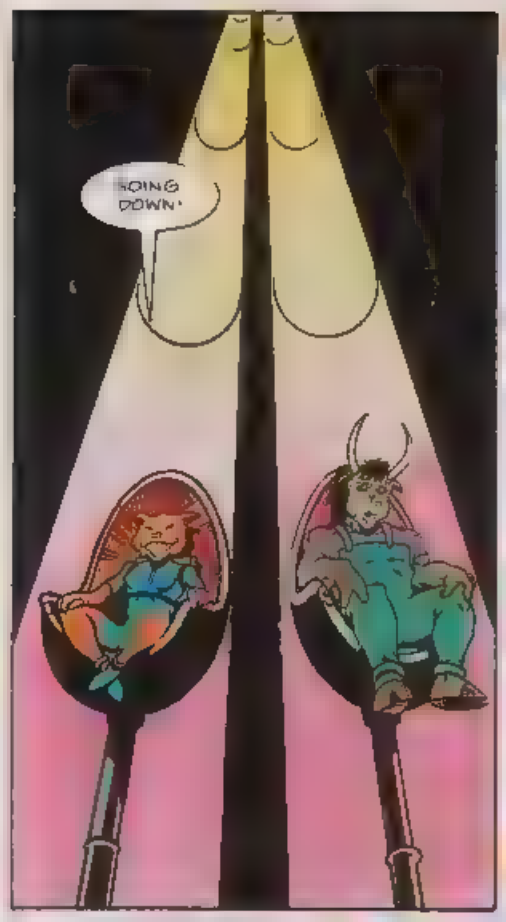
Mark Eyl[illegible]

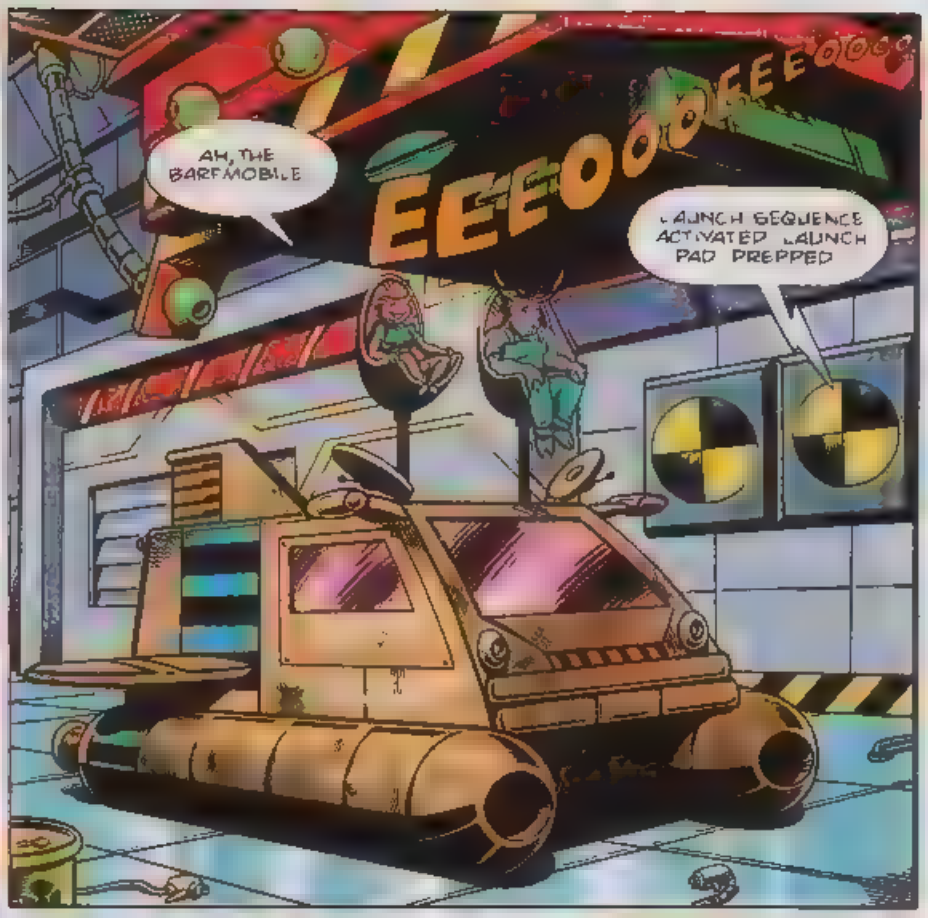
Mike Hedley/

Elliot Fell

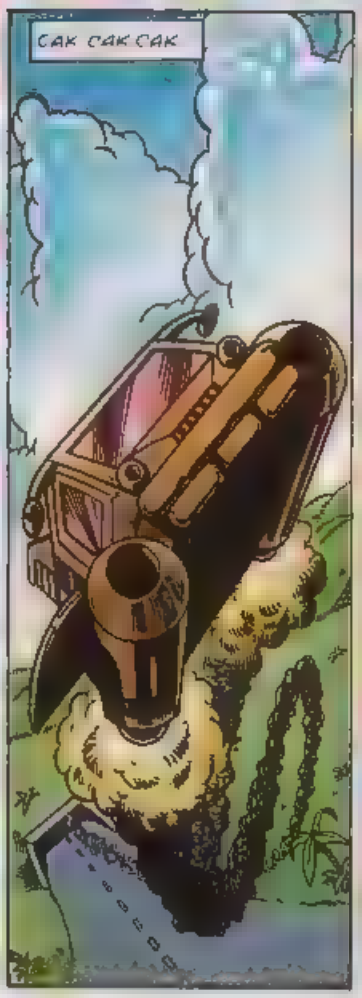





GOING DOWN


AH, THE BARFMOBILE
EEEOOOFEEOOO
LAUNCH SEQUENCE ACTIVATED LAUNCH PAD PREPPED

OUGH
PLUTTER
CAK CAK CAK


CAK CAK CAK

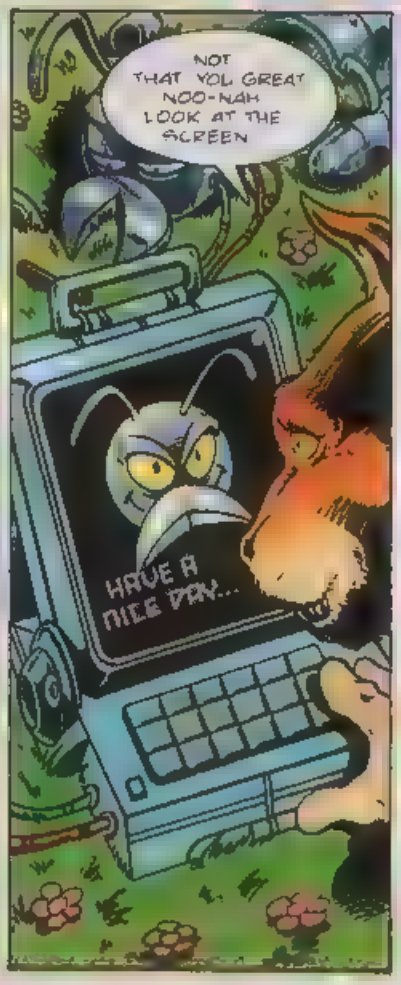
OUR MISS ON IS TO REPAIR SOME BADLY DAMAGED MOTO BUGGS
NO 3 HAMMER FOR MOTO BUGGS

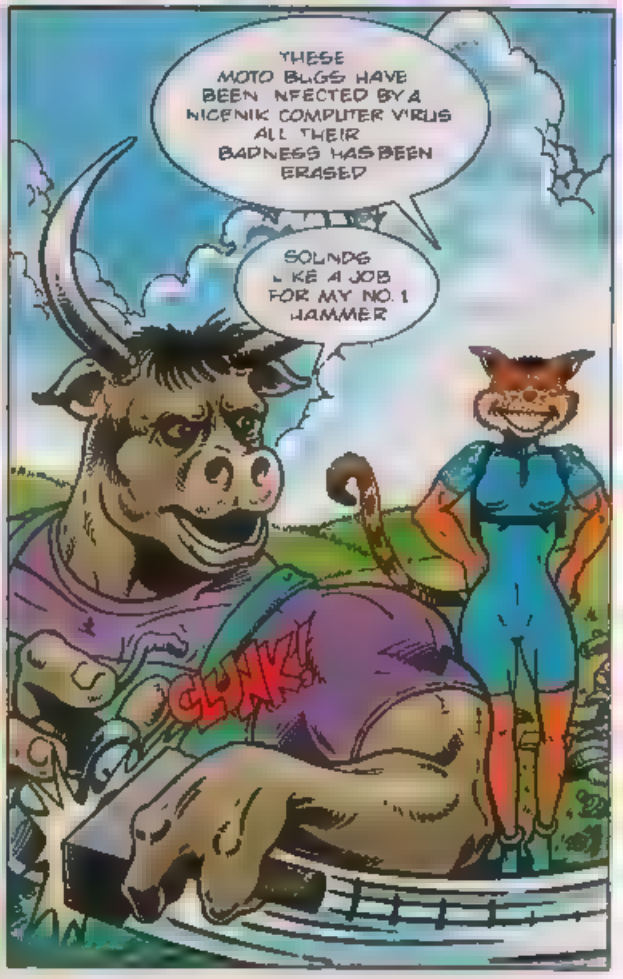
THE MOTO BUGS ARE HERE

GO OIL YOURSELF B A R F 'S ON THE JOB
DO WE LOOK STUPID, T N BRA N ?

I'L RUN SOME TESTS ON THE PORTABLE YOU GET RIVETT.NG
RIGHT

NO'S CORSET! TH S LOOKS BAD
DON'T WORRY, I'L SOON HAVE IT STRAIGHTENED OUT


NOT THAT YOU GREAT NOO-NAH LOOK AT THE SCREEN
HAVE A NICE DAY...


THESE MOTO BUGS HAVE BEEN NFECTED BY A NICENIK COMPUTER VIRUS ALL THEIR BADNESS HAS BEEN ERASED
SOUNDS L KE A JOB FOR MY NO. 1 HAMMER
CLUNK!

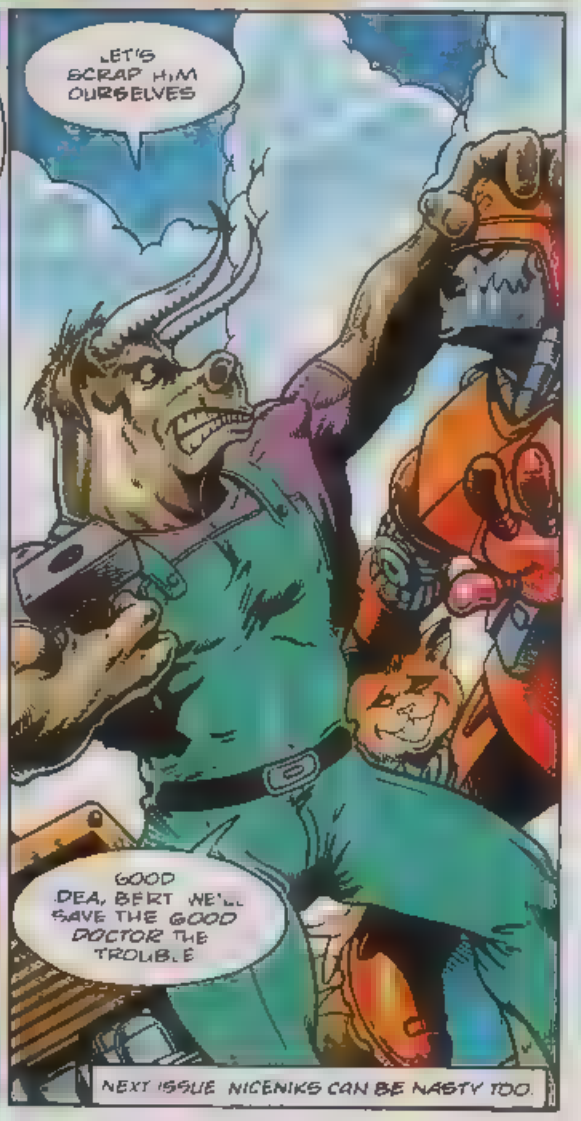
RAT SPIT! IT'S GOING TO TAKE AGES REPROGRAMMING BAD BEHAVIOUR BACK INTO ALL THESE MOTO BUGS

IMAGINE AN ARMY OF NICENIKS! UGH IT'S TOO HORRIBLE TO THINK ABOUT
I'M GOING TO THINK ABOUT HAMMERING INSTEAD

BREATHE IN THOSE INVIGORATING FUMES A JOB WELL DONE, BERT THE GREAT ROBOTNIK CAN REST EASIER IN HIS BED KNOWING THAT THE DESTRUCTION CAUSED BY HIS BLUE ADVERSARY HAS BEEN UNDONE
YEAH UH SURE, CAN UNDONE

WHAT DO YOU WANT METAL HEAD?
TWO TWO MISSING TWO OF THE MOTO BUGS ARE MISSING

YOU MEAN YOU LET THEM ESCAPE AFTER THE BLUE HEDGEHOG TURNED THEM INTO NICENIKS. NOW WE'RE GOING TO HAVE TO TRACK THEM DOWN
OUR GLORIOUS LEADER WILL HEAR OF THIS AND HAVE YOU SCRAPPED


LET'S SCRAP HIM OURSELVES
GOOD IDEA, BERT WE'LL SAVE THE GOOD DOCTOR THE TROUBLE
NEXT ISSUE NICENIKS CAN BE NASTY TOO.

Scene Zone

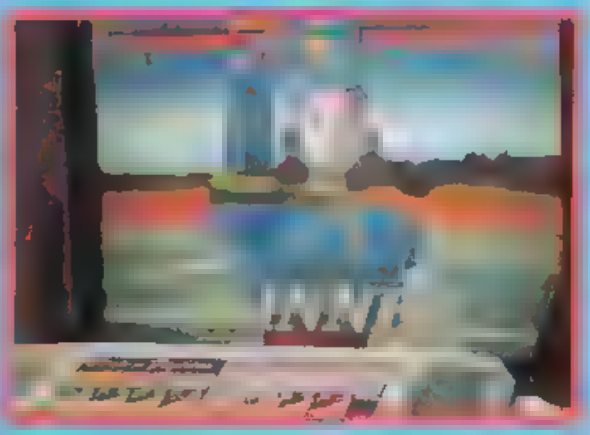
STC's roving reporter Chris Jones hits the road to find out what you have to say about important topics affecting the video game scene.

This issue:

SUPER HARDWARE:

NEW HORIZONS OR COSTLY MISTAKES?

Holy hardware wars! An invasion of super consoles is on the way. It seems that every big computer and electronics company has rushed up a new black box designed to take games into a dimension that they reckon will blow our minds. STC has already mentioned Sega's new wonder machine, Saturn, and the new Mega Drive 32X. Atari's so-called 64 bit Jaguar is starting to appear in shops throughout the UK, and the much vaunted 3DO system with its super games is expected this autumn. One of the biggest guns in the electronics biz, Sony, have announced their PS X, PlayStation X, a CD only multimedia gizmo.



One thing all these new gadgets have in common is the promise to deliver arcade quality games into your homes now or within the next few months. But at around £200 to £300 plus for most of them — and more for the games — will people want them? STC went down to the buzzin' arcade basement of London's top toy store, Hamleys, to check out whether all this new technology will be zapping good news for you, or just another pain in the wallet.

13 year old James Barrows from West London commented: "These new consoles are fine, but what do we do with our old ones and the games we've collected? You could sell them but you wouldn't get much money if a lot of this new stuff is around. It would be expensive to start from scratch again with a new console, but if the games are as good as in this arcade then I think about it."

Martin Wells, aged 14 from Surrey says: "These new machines are going to be awesome. I've already got a Mega-CD and some of the games on that are unreal. I'm interested in Sega's new console because I've heard that you can still play Sega cartridges and CD's on it. If you can, I'll get it as soon as possible."

Adam Knight, aged 14, from West London told STC: "The games in this arcade are excellent. It would be brilliant if you could get this quality at home, but if I bought one of these new machines I'd be worried that there weren't enough games out on the format. Sega's one will be alright, but the others may not have a big choice of games for a while."

Rachael Wells, aged 12 from Kent said: "These new games often have so much going on they're confusing. I prefer simpler ones — you know, the platform games and others that you feel you can control. Some CD games just go past you too quickly. I think I'll stick to my normal Sega rather than a flash new one with games that are too complicated."

According to 14 year old Robert Ryan from East London: "From what I know the Atari is going to be the most powerful machine. 3DO is good but there aren't many games out on it. The others I don't know about. Atari will eventually bring millions of games out and some of the previews I've seen of the games already out make them look excellent."

A final comment came from David Edwards, aged 13 from Kent: "What I've seen on these new consoles looks good, but I think I'll wait until they're all out so I can see which one's going to be most popular. Then I'll try and get that one."

So there you have it, master blasters, this new hunky hardware looks like it will be a big hit with you. The usual worries are price, which machine will be the biggest hit and a must have, and also the compatibility of your existing stocks of software on any of the machines. With only the Sega 32X being a system capable of continuing on a format, this machine looks set to thrive. However, with all of the consoles screaming arcade quality gameplay at us before the end of the year, maybe one or two of these machines will be hailed as the next generation's ace piece of hardware ■

Sega Mega Drive 32X adaptor

Q Zone

ETERNAL CHAMPIONS SPECIAL PART 1

STC's series based on this amazing Sega game has proved really popular. So much so, we've grabbed hold of STC game guru David Gibbon and ordered him to [illegible] Sega's [illegible] button joypad.

[illegible]

Using a very effective art, Blade's main tactic is bad-mouthing the opposition to damage their inner-strength. His physical presence and fast moving actions can then take full advantage of any loss in concentration on the part of his opponent.

His best move is the **Wild Fury Attack**, which fires a flurry of ten fast and swift punches into the chest of the opponent. His Tracking Blade can also cause devastation as it hovers in the air for a couple of seconds, before homing in on the unfortunate target.

Blade is a powerful character with only perfectly-timed combinations having a real chance of defeating him. Once he gets in front it's very hard to come back against him. Make sure you hit him early and hard.

The character with the most chance of defeating Blade is Jetta. Her fast speed gives you the chance to outsmart Blade's brawn. Midknight's overhead stomach punch can also prove effective against bigger foes, while the sheer strength of Slash always has a chance against Blade.

Blade & Jetta in the Battle room

BLADE

Profile:

Full Name.....Dominique Blade

Occupation.....Bounty Hunter

Time Period.....2030 AD

Fighting Style....Kenpo

JETTA

Profile:
Full Name.....Jetta Maxx
Occupation.....Circus Acrobat
Time Period.....1999 AD
Fighting Style....Savate and Pencak Silat

PLAYING AGAINST JETTA

Jetta (one of the fastest characters in the game) bases all her attacks on speed. She approaches enemies with such pace that it seems hard to stop her. If you get trapped in the corner, she likely will use the **Cartwheel Attack** to keep you there.

If you can get a few good blows in early, it makes her easier to defeat as her biggest weakness is the inability to recover quickly from hard blows. If you get ahead she'll find it difficult to recover.

Use characters who have moves which stun or immobilise the opponents if you want to defeat Jetta. Xavier and Midknight, for example, both have these type of moves. Shadow can also be effective as she can weaken Jetta in an aerial battle.

LARCEN

Profile:
Full Name.....Larcen Tyler
Occupation.....Ex-Cat Burglar
Time Period.....1920AD
Fighting Style....Praying Mantis and Kung Fu

PLAYING AGAINST LARCEN

This guy is one tough opponent. His great strength is the ability to deflect any incoming fireballs and other projectiles back at the aggressor. He also performs this at double speed, so there's no chance of escape.

As Larcen has a deadly punch and a good method of throwing, it is best to use characters with agility and strength against him. The characters must also have plenty of variation in their attacks, as relying too heavily on projectiles will quickly become unstuck. The best opponents are Midknight, Rax and Trident as these are the ones who have the greatest chance of success using their individual fighting styles.

Larcen in action

Ex-Russian revolutionary Jetta Maxx versus Shadow

SPECIAL MOVES

1. **Flying Choke Hold:** Move away from your opponent for five seconds then edge forward while pressing Z.
2. **Death Dive:** Press C while standing still at any time.
3. **Flying Corkscrew:** Spin right by pressing [illegible]
4. [illegible] for five seconds then edge forward and press X and Y.
5. [illegible]
6. [illegible]

USEFUL MOVES

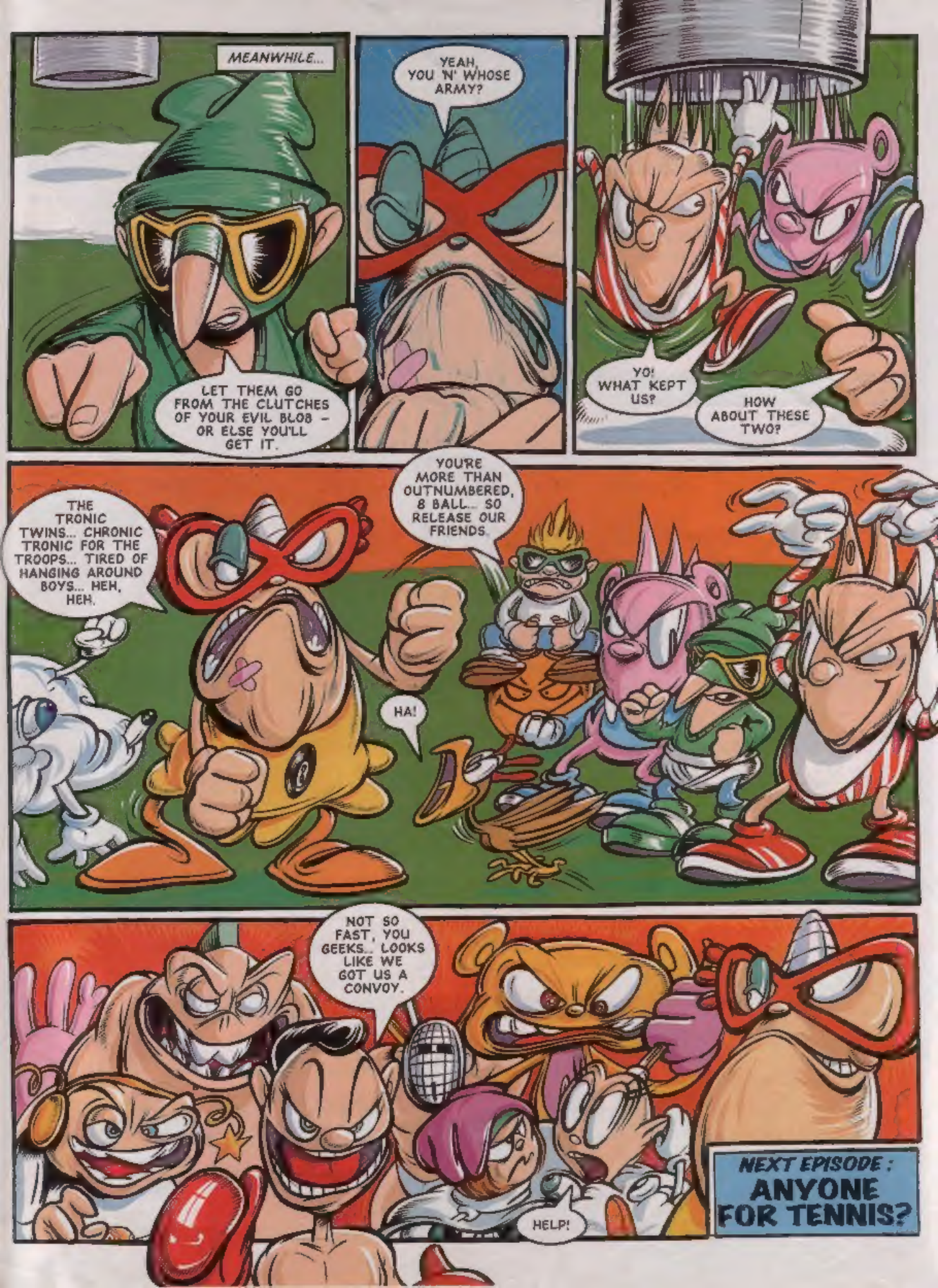
1. [illegible] opponent and press [illegible]
2. [illegible] opponent and continually press [illegible]

NEXT ISSUE MORE ETERNAL CHAMPIONS SECRETS REVEALED

PIRATE S.T.G
PART 5
F.I.B. INFORMATION FILE: SACKHEAD, FLAME, GRR AND BOB HAVE BEEN TORN FROM THEIR LIVING ROOM BY PIRATES FEZHEAD AND SKULL AND PLACED IN A NIGHTMARE VIDEO GAME. NOW SACKHEAD AND FLAME, ACCOMPANIED BY THE CHICKEN CALLED DOG, GO TO THE AID OF GRR AND BOB ..
GOT TO PUFF SAVE GRRR AND BOB FROM 8 BALL'S EVIL ICE-CREAM BATTALION
HOW THE HELL DO WE GET TO THE NEXT LEVEL?
HEY, PSYCHO, THEY'RE OFF TO SEE THAT WITCH, 8 BALL
HEY CHECK THESE FREAKS OUT!
OH BOY, IT'S THE UGLY BUG BALL
HEY, BIG NOSE, GET US DOWN 'N' WE'LL TAKE YOU TO 8 BALL
HUH?
WAHEYYY!
ME 'N PSYCHO USED TO BE HER FAVOURITES SHE'D MAKE US PLAY HER OWN TWISTED FORM OF SNOOKER WHERE WE'D ONLY GET WHITE BALLS COMPARED TO HER LOAD OF BLACK BALLS!
IF I GOT A WHITE DOWN, SHE'D GET AN EXTRA SHOT 'N ALWAYS POT THE BLACK TO WIN WE COMPLAINED SO SHE STRUNG US UP
WHAT'S HE ON ABOUT?
NOW JUMP IN HERE 'N' GO GET HER
IT'S NOT FAIR!

WONDERING WHERE I'M TAKING YOU? WELL, YOU'RE GOING TO PARTICIPATE IN MY EXPERIMENTS I NEED YOUR PUNY BRAINS TO GIVE LIFE TO MY GARDEN PEA AND 8 BALL EXTRACT HARD HUMAN PEA-HEADS TO INFILTRATE SUPERMARKETS
I HATE THESE TUNNEL THINGS!
TOGETHER WE ARE STRONG TOGETHER WE ARE ONE WE ARE THE GUARDS OF THE CREAMY ONE
YOU'RE BONKERS LADY
OUCH!
EXTRA OUCH!
GREAT! MORE PATHETIC BRAINS FOR MY EXPERIMENTS
NOW I'M REALLY ANGRY! LET THEM GO 8 BALL

TAKE THAT! YOU MEXICAN AVOCADO BANDIT PUNTER!
HEY BOSS... QUICK... CHECK THE VIDEO GAME MONITORS... ALL HELL'S BREAKING LOOSE... IT'S CHAOS... THE FIGHTERS ARE UNCONSCIOUS, ONE'S IN TEARS... NOW THEY'RE GOING TO SCRAP 8 BALL!
THEY WANNA SCRAP DO THEY? WELL... LET'S SEND IN SOMEONE REALLY HARD... INVADE THE TV NETWORK... GET ME SOMEONE TOUGH... GET ME... Y NOT Y-FRONT MAN!
WHY NOT BUY SOME, HUH?
C'ME 'ERE. I'VE GOT A MISSION FOR YA.
AFTER PROGRAMMING, Y NOT Y-FRONT MAN IS SPAT OUT BY SKULL INTO THE MOUTH OF MISSION.
I WILL OBEY.
HEY, QUIT SHOUTING AT ME. I'VE GOT HEADACHE!
WHERE'D THOSE PESKY KIDS GO...? IF I FIND THEM I'LL...
I WANT MY MUM... BOOHOO.
I'M GOING TO RIP THEIR NASAL HAIRS OUT AND FEED THEM TO MY PORK BELLY PIG!
WAKEY, WAKEY, DUDES. I GOTTA JOB FOR YA.
MAMA!


MEANWHILE...
LET THEM GO FROM THE CLUTCHES OF YOUR EVIL BLOB – OR ELSE YOU'LL GET IT.
YEAH, YOU 'N' WHOSE ARMY?
YO! WHAT KEPT US?
HOW ABOUT THESE TWO?
THE TRONIC TWINS... CHRONIC TRONIC FOR THE TROOPS... TIRED OF HANGING AROUND BOYS... HEH, HEH.
YOU'RE MORE THAN OUTNUMBERED, 8 BALL... SO RELEASE OUR FRIENDS.
HA!
NOT SO FAST, YOU GEEKS... LOOKS LIKE WE GOT US A CONVOY.
HELP!
NEXT EPISODE : ANYONE FOR TENNIS?

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

If you can keep your head ... Decap Attack returns in STC 34
Paul Wearing, Yate (nr Bristol), MS 2 owner.
Sonic Water Fun Game Winner.

STC DIY

Dear STC,

Thank goodness you included a free giant size poster in issue 28 of STC. It was extremely handy in hiding the peeling wallpaper in my bedroom!

Sarah Owen, Dyfed, Wales.
MD owner.
Sonic Water Fun Game Winner.

Of course, Sarah, your disintegrating wallpaper was the reason behind the free gift.

That Boy Wonder ...
Albert Lobo, c/o Cardiff, Wales. MD owner.
Sonic Water Fun Game Winner.

Summer Sneeze

Dear STC,

I have suffered from that dreaded summer ailment hay fever since I was seven. I sneeze constantly, my eyes and throat itch and I feel totally miserable. I avoid going outside because this makes me even worse. It also means I'm stuck in the house with nothing to do. Please can you send me a Sonic Water Fun Game to keep me occupied?

Peter Heard, Tredworth, Gloucester.
MD & GG owner.
Sonic Water Fun Game Winner.

A couple of the humes-who-think-they're-in-charge around here also have snot - sorry - have hayfever. You should see the 'snowman' that's been constructed from the discarded tissues.

Odd Shoes

Dear STC,

How is it that on the cover of Adventures of Sonic Hedgehog 1 the soles of Sonic's shoes are red, while on the cover of Adventures of Sonic the Hedgehog 2 the soles are white?

Daniel Richards, Keynsham, Bristol. MS owner.
Sonic Water Fun Game Winner.

Well spotted, Daniel -- why don't you colour in the soles yourself when you get a spare minute from all that nit-picking.

Into The Valley

Dear STC,

Why is it that on Sunday mornings Sonic fans in England (and Scotland?) get to watch the cartoon version of *Sonic the Hedgehog*, while us viewers in Wales have to watch a silly puppet show called 'Slot Sul'? A Welsh translated version of the Sonic cartoon would be much better than the current programme.

Cheryl Hughes, Dyfed, Wales.
Sonic Water Fun Game Winner.

A multi-lingual Sonic, ah, Cheryl? Since STC is translated into Dutch, French, German and Italian, I don't see why the humes in control can't come up with a Welsh speaking Sonic.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megatastic Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872287.

SUBSCRIBE TO S.T.C. NOW!

Sonic The Comic is selling out faster than Sonic on rollerblades!
There's only one sure way of getting STC each and every fortnight - SUBSCRIBE!
STC subscribers get their copies mailed direct to their front doors.
STC Subs are ideal if you've got Sonic Boomers who live abroad,
or even as fabulous gifts.

Show someone you care - send 'em STC!

I would very much like a one-year subscription (26 issues) to ***Sonic The Comic***

❑ *UK Sub: £28.60* ❑ *Europe: £45.00* ❑ *Overseas (surface*): £47.00*

❑ *Overseas (airmail): £55.00* *(please tick one)*

I enclose a cheque/postal order for £.....made payable to

FLEETWAY EDITIONS LTD *All cheques/postal orders must be in pounds sterling*

NAME.....

ADDRESS.....

.....

.....

.....

POSTCODE.....

Orders and payments to: SONIC THE COMIC, Subs Dept., Aim Ltd., PO Box 10, Pallion Industrial Estate, Sunderland SR4 6SN

** Please note that delivery of overseas mail by surface post can take up to 12 weeks.*

Telephone Credit Card orders

(Access/Visa only) on (091) 510 2290

CARD NO

EXPIRY DATE | | |

SIGNED.....

Amount to be debited £.....

Access/Visa cards only

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 32 OF STC?

☐ %